#### X Sums Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Each number outside the grid is the sum of the first X numbers placed in the corresponding direction, where X is equal to the first number placed in that direction.





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### **Color Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Apply Classic Sudoku rules. Within each coloured region each digit must appear exactly once.



	7				2			1
4	6						2	
8						3		5
				4	6			
6			3		9			2
			5	1				
3		5						8
	9						3	4
7			1	C) sudoku.toda			5	

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## **Classic Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.



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## **Parity Lines Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Digits along each marked line are either all odd or all even.





		7					4	
9			6					
				3		2		
			1					
						7	2	
						3		
	7				2			
8							7	9
1		4		sudeku todav	6			

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## Search 9 Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

The number in a cell with an arrow indicates the distance to the cell with the number 9 in the direction the arrow points to.





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## Thermo Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Some thermometer shapes are placed in the grid. Digits are strictly increasing from the round bulb of the thermometer to each flat end.





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## **Group Sum Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Each number at the intersection of four cells is the sum of digits in those four cells.







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## **Classic Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.



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#### Arrow Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

The sum of the digits along the path of each arrow equals the digit in the circled cell. Digits may repeat within an arrow shape.





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(Solution

## **Clone Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Grey cells in the grid represent many cloned areas. Digits in these areas on corresponding positions must be identical. Cloned areas are only moved, without rotation or reflection.



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### **Differences Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

A number between two cells indicates the difference of the numbers in these cells. A number between four cells indicates the difference between two diagonally adjacent cells, either top left + right bottom (\) or top right + bottom left (/). If one of the characters is specified the apex of the angle points to the smaller of these numbers.







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# Rossini Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

The arrows outside the grid indicate that the nearest three digits in the corresponding direction are in ascending or descending order (the highest number is always in the direction of the arrow). All possible arrows are given, so if there is no arrow, the first three digits do not form an increasing sequence in either direction.





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# Mathrax Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Some intersections of the grid lines are marked by a number and an operator (+, -, x, /) in a circle. The number is the result of the operation, applied to both pairs of diagonally opposite cells. An E in the circle indicates that all four adjacent digits are even, while an O indicates that all four adjacent digits are odd.



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(Solution

# Sujiken

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Sujiken (from Japanese "sujikai", literally "diagonal") is a variation of Sudoku . The puzzle consists of a triangular grid of cells containing digits from 1 to 9. The objective is to fill a grid with digits so that each cell contains a digit and no digit is repeated in any column, row and diagonal in any direction. Also, no digit occurs twice in any of the three larger 3 x 3 square regions and any of the three larger triangular regions enclosed by thick borders.



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### **Consecutive Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

There are some dots between cells. The numbers on each side of a dot must always be consecutive. All possible dots are marked.



2 6 7 8 5 9 4 9 7 3 1 2 9 1 5 4 © sudoku.today

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#### Kropki Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

If absolute difference between two digits in neighbouring cells equals 1, then they are separated by a white dot. If the digit is a half of digit in the neighbouring cell, then they are separated by black dot. The dot between 1 and 2 can be either white or black.



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## **Group Sum Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

Each number at the intersection of four cells is the sum of digits in those four cells.



(Solution)



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## **Classic Sudoku**

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.



1	5		7					
		8		9		1		7
		7					5	
	6		2					
3	2		5		6		1	8
					3		4	
	3					8		
8		2		5		7		
					2		9	3

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#### MiniMax Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

A number at the edge of the diagram indicates the sum of the highest and the lowest number in the first three cells in the corresponding row or column.





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(Solution

# Rossini Sudoku

Place a digit from 1 to 9 into each of the empty squares so that each digit appears exactly once in each of the rows, columns and the nine outlined 3x3 regions.

The arrows outside the grid indicate that the nearest three digits in the corresponding direction are in ascending or descending order (the highest number is always in the direction of the arrow). All possible arrows are given, so if there is no arrow, the first three digits do not form an increasing sequence in either direction.



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